NES-KF-USA-1

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Nintendo ENTERTAINMENT SYSTEM®

GAME PAK INSTRUCTIONS

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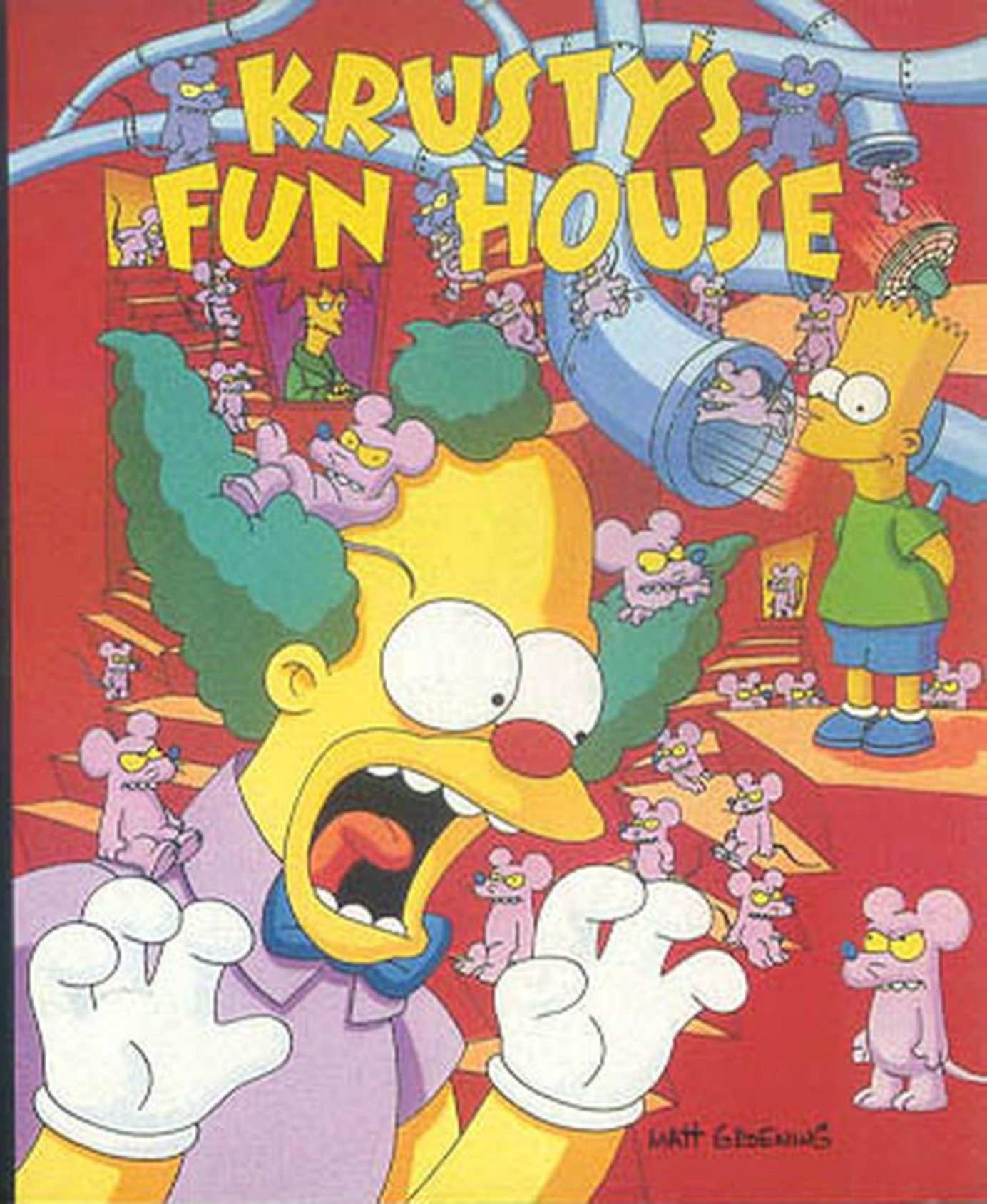

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1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

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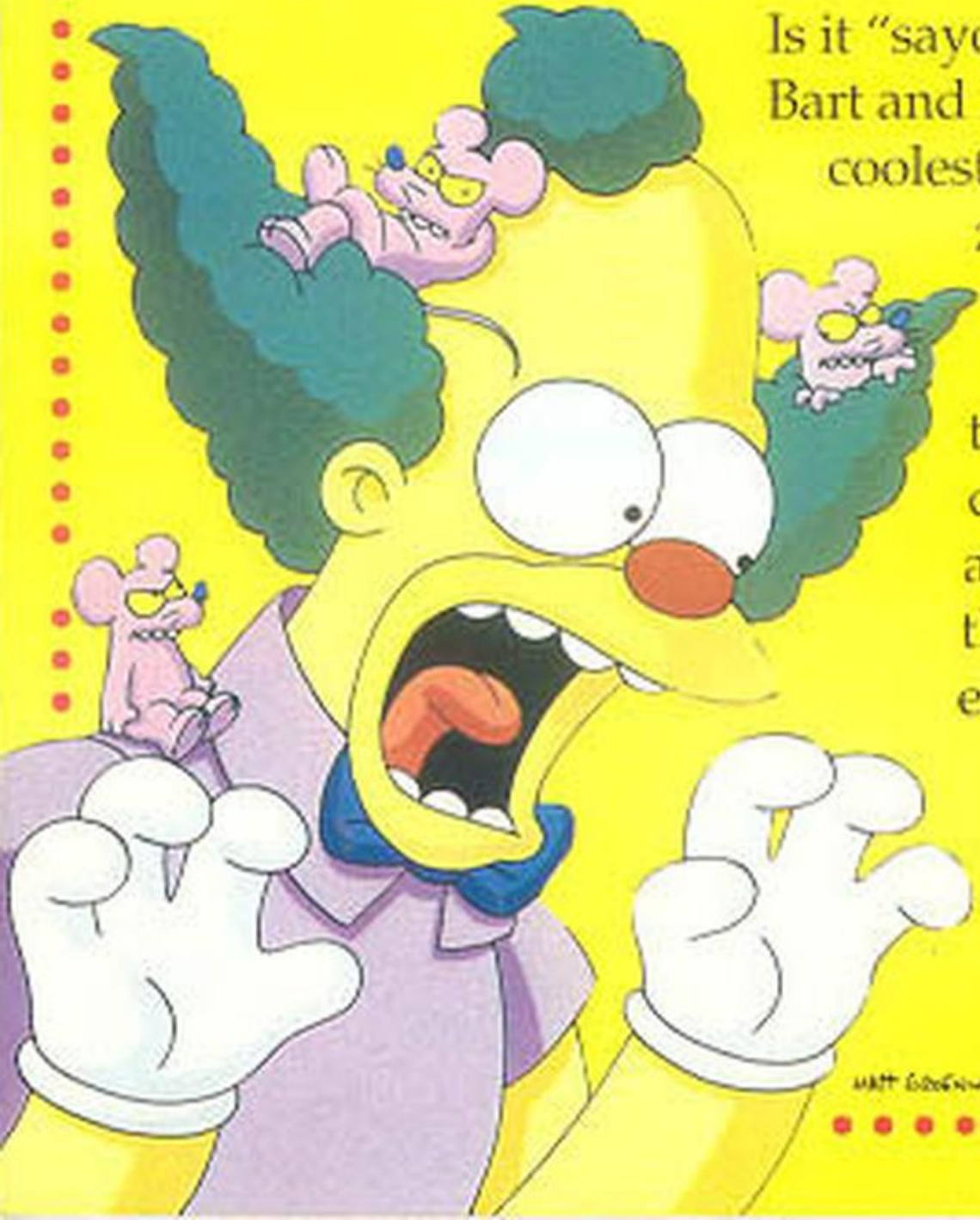
ADVISORY

Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Aye carumba! Bart's super hero, Krusty the Clown, is in really bad trouble. Rats have invaded his Fun House. Is it "sayonara, Krustyland"? No way, man! Bart and Homer stand armed with the coolest rat traps ever...ever see a rat zapped with 20,000 volts or burst like a balloon?

WARNING KIDS: Do not try this at home. We don't advocate cruelty to real animals, only their cartoon equivalents.



All Krusty has to do is get the rats to the traps by moving blocks, connecting pipes, finding secret passageways, wrecking the floors and walls, and generally having a great time.

As for the slimy snakes slithering on the floors, the pink flying pigs bouncing around the sky, and the laser-firing aliens, Krusty'll show them some real fun with a barrage of custard pies.

So, before saw-toothed rodents ruin Bart's #1 fun house, and frankly outlandish creatures nail the man who put the "K" in komedy, play this game.

Krusty the Clown needs you...yes, you, you little...

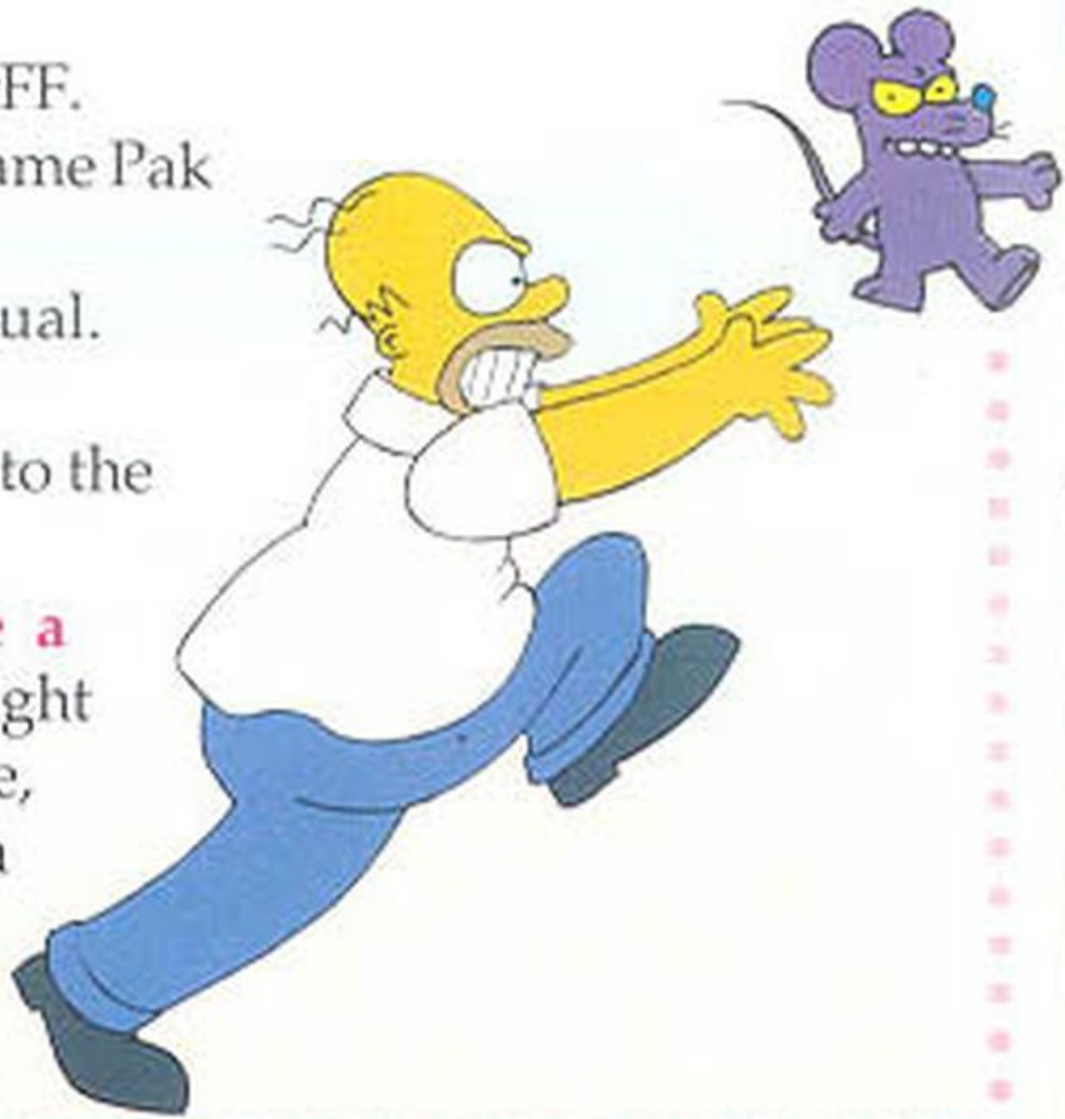
GETTING STARTED

Loading —

1. Make sure the power switch is OFF.
2. Insert the Krusty's Fun House Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power ON.

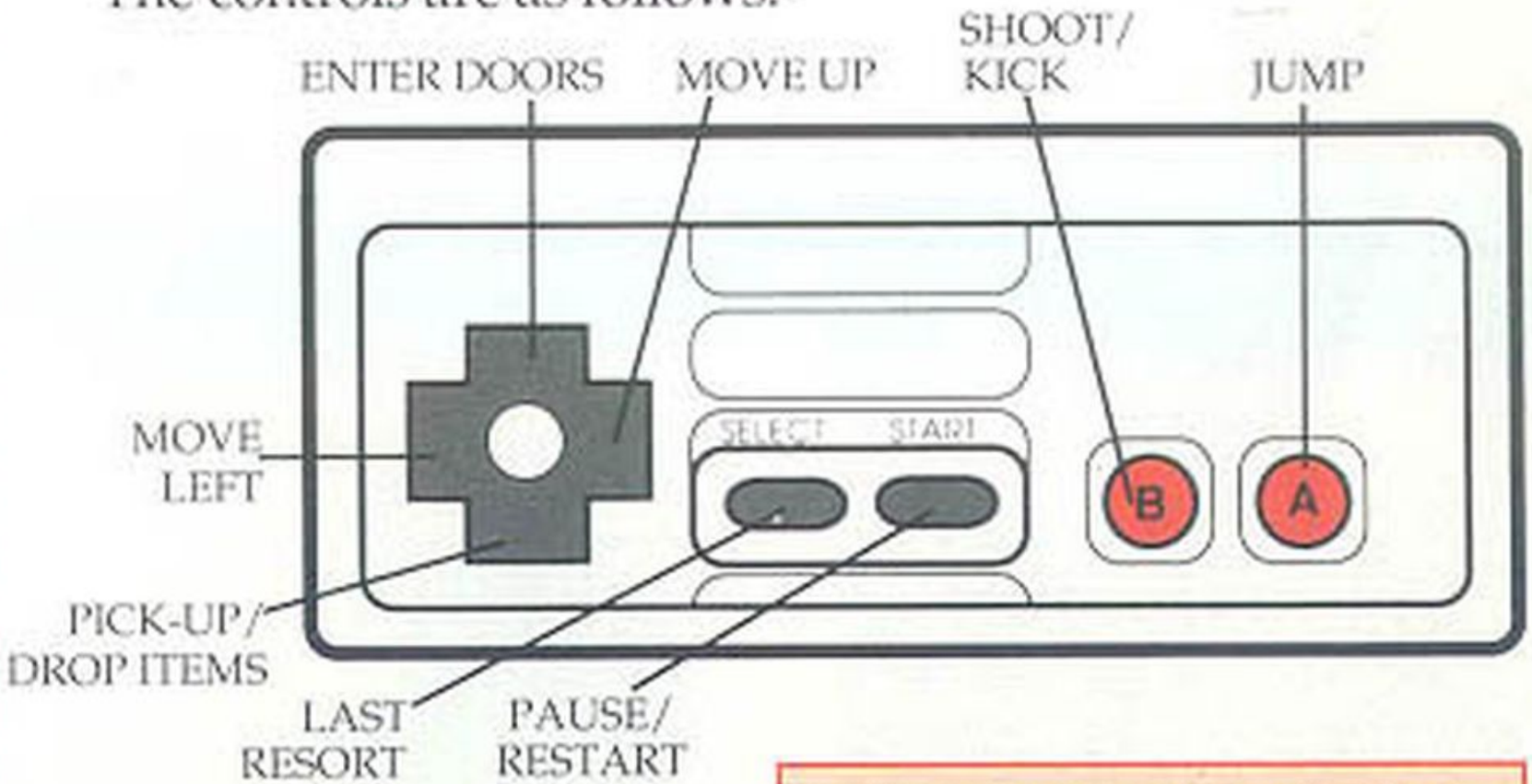
To start — push start once to get to the password and press start again.

To use a password and continue a game— push start and using left/right choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.



THE CONTROLS

The controls are as follows:



Note: Using the LAST RESORT to get out of a level when you're stuck will cause you to lose 1 life.

ON THE SCREEN

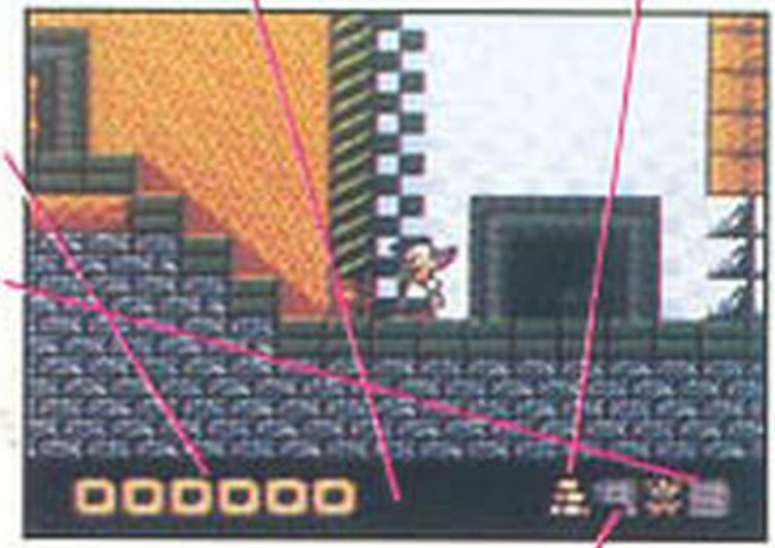
All the game play information appears at the top of the screen as follows:

ITEM INDICATOR (SHOWS ITEM CURRENTLY HELD)

WEAPON INDICATOR (SHOWS IF CURRENTLY USING CUSTARD PIES ORSUPERBALLS)

SCORE

LIVES



WEAPON COUNT (# OF CUSTARD PIES / SUPERBALLS)

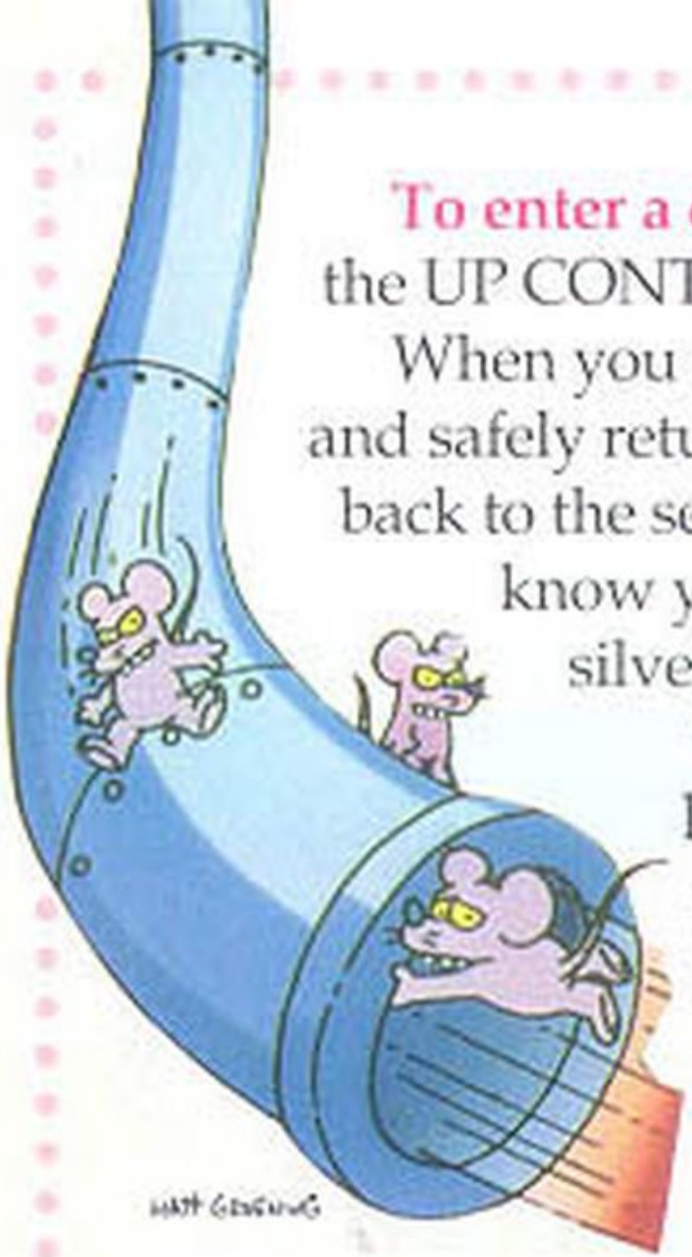
THE FUN HOUSE

— IT'S BIG, MAN!

Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

Note: You must complete all the levels in each section before the door to the next section will open.

You can play the levels in a section in any order you want. However, there are some levels which are either blocked off or are down secret passages totally hidden from view. These can only be accessed by kicking a Magic Bonus Block which has to be found within another level.



To enter a door or doorway — move in front of it and press the UP CONTROL PAD ARROW.

When you complete a level (by getting the rats to the trap and safely returning to the door), you will automatically come back to the section hallway from which you started. You know you have completed the level if the door has a silver padlock.

There is ONE door in the hall which is always locked with a golden padlock. To open this door you must complete all the other levels. This special level has no rats. All you have to do is find the Magic Block which opens the grate in the Hall, allowing you out into the Main Hall so you can progress to the next section.

Once you have finished all the bonus levels, return to the section doorway and press the UP CONTROL PAD ARROW. You will automatically return to the main hallway with the way to the next section now open.

RAT TRAPPING

...GO FOR IT, KRUSTY!

Every level of the Fun House is infested with rats. Fortunately, though, on every level is one rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart and virtual strangers, like Homer.

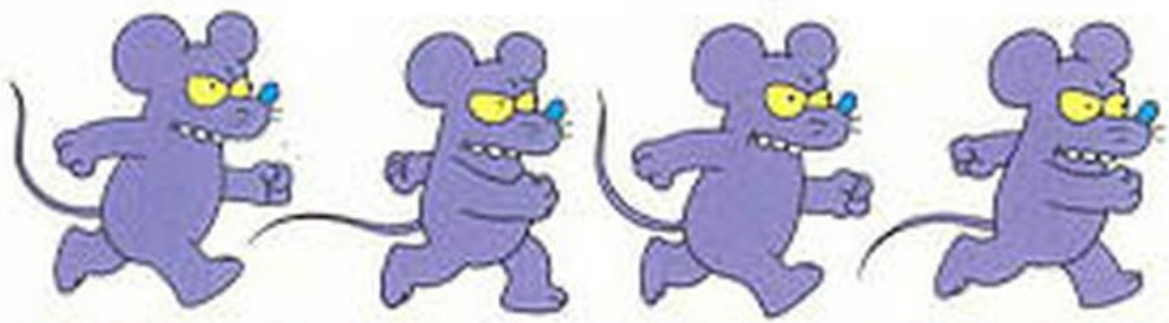
The challenge for Krusty is to get the rats into the traps. Not only are the pesky fur balls unable to climb anything more than a block high, they also get flung about by high powered blowers, fall into pipes, and drop through holes in the floor.

So, the only way to ensure a rat-free Fun House is to find items that help the rats over obstacles, through pipes, across holes, and safely to the their total elimination.

Blocks, Super Springs, Blowers, Pipe Sections, and Glass Jars can be used to cover holes, blowers, or pipe entrances and as a step up for rats and Krusty. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

To pick up any Item — move onto the item and press the DOWN CONTROL PAD ARROW.

To drop any ITEM — press the DOWN CONTROL PAD ARROW.



Note:
- **Not all items can be picked-up.**
- **You can only hold 1 Item at a time.**
- **All items can be stacked one on top of another or corner to corner to create a staircase.**

You can always tell which item you have, because it is shown on the item indicator at the top of the screen.

Once you have gotten the rats to the trap, get back to the door you entered to complete the level.

Note: Before leaving the level you might want to spend some time looking for Magic Blocks that might open secret passages.

MAGIC BONUS BLOCKS

To help you get the rats to the traps, increase your energy and points, Magic Bonus Blocks are scattered throughout the Fun House.

To obtain the bonus — stand facing the block and kick it by pressing the A BUTTON.

Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

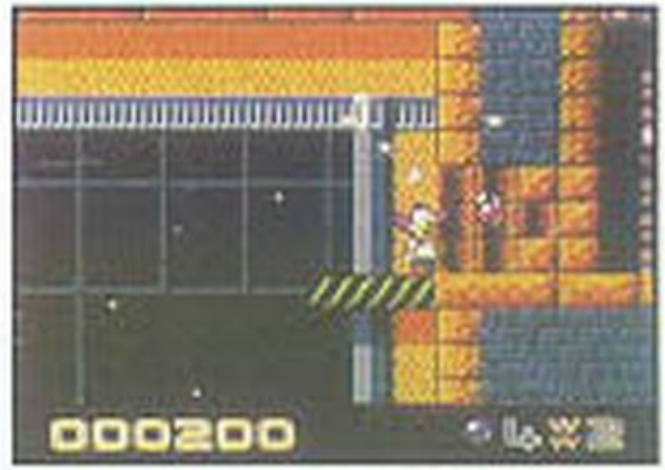
SUPERBALL BONUS

Certain walls that lead to passages, block your path, or block the rats' path are made of Crumbling Blocks. You can remove them by stepping on them, or by hitting them with one or more SuperBalls.

To throw a SuperBall — press the A BUTTON.

Note: You can only throw a SuperBall after you get a SuperBall bonus.

SECRET PASSAGE BONUSES



Some Magic Bonus Blocks, when kicked, explode and don't leave a bonus item. These are Secret Passage Bonuses. *Somewhere,* either in the level you are currently on or in the section hall, access to a new passage or a door leading to a bonus room will appear. Inside may be more Magic Bonuses or Items vital to getting the rats to the traps.

When you enter a bonus room you must collect all the tokens before the bonus room magic runs out and you are returned to the level. If you don't collect all the tokens you will be teleported back to the portal you came in through. If you collect all the tokens you wll get a Krusty Doll, which gives you a bonus life, and on some levels you may also be teleported out to an otherwise inaccessible part of the level.

MAKING A CLOWN OUT OF KRUSTY... ENEMIES

Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pacemaker to the limit. If they hit him enough, Krusty tires, finally collapses exhausted, and you lose a life and must re-start the level. If you lose all your lives, the game is over.

To deal with these trouble making pests — you begin the game with 10 custard pies.

To throw a pie — press the A BUTTON.

The number of pies you have remaining is shown at the top of the screen.

ENEMIES:

Enemy Point Values:

Section 1	100
Section 2,3	500
Section 4,5	1000

Pink Flying Pigs — Drift around the air trying to sit on you.

Giant Goofy Birds — Fly around pecking at you.

Venom Vipers — Slither along the ground spitting poisonous Venom Balls.

LaserAliens — Walk around shooting high-powered laser beams.

Note: Krusty's heart doesn't just take a pounding from enemies. Fall more than 2 screens length, and you're pretty much history.

PASSWORD...

THE FUN KEEPS GOING

Successfully finish a section of the Fun House and you will see a password. Copy it down carefully. It allows you to re-start the game at another time from the end of the last section completed.

To use your password, load the game pak as described in GETTING STARTED on page 4. When you see the KRUSTY'S SUPER

FUN HOUSE title screen, press start to go to the password entry screen.

To enter your password — using the LEFT/RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.

TIPS

- Use the Blocks, Super Springs, Blowers and other Items to help you jump higher. Often the first Item you find may be there just to help you reach other Items.
- Get right next to Items and Magic Bonus Blocks that must be kicked. Pressing the A BUTTON will throw a custard pie or a SuperBall.
- The rats can get separated. Make sure you get *all* of them to the trap.
- It's a close call, but in athletic prowess even Homer has the edge on Krusty. However, speed is the key on levels where you may have to use the same item more than once to round up the rats.

KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

	OBJECT	NAME	FUNCTION
ITEMS:		BLOCK	Step for rats or Krusty to climb on.
		KICKABLE BLOCK	Moved it by standing next to it and pressing the B BUTTON.
		SUPER SPRING	Helps Krusty jump higher.

Note: Not all Super Springs can be picked up. Can only be picked up when you're standing still on it.

	OBJECT	NAME	FUNCTION
ITEMS:		BLOWER	Blows rats in whichever direction it faces. **Note:** Not all blowers can be picked up.
		PIPE CORNER	Joins 2 pipes at right angles to each other.
		STRAIGHT PIPE	Fills missing pipe pieces. Extends pipe length.
		GLASS JAR	First rat on it falls in allowing you to pick it up and move jar and rat any where. Once 1 rat inside, acts as step for other rats. **To release a rat caught in the jar** — stand next to the jar and press the B BUTTON.

MAGIC BONUS BLOCKS:

OBJECT	NAME	FUNCTION
	MAGIC BLOCK	Contains 1 of the 7 bonuses below, OR opens a secret passage.
	KRUSTY'S BAG OF TRICKS	13 Points
	KRUSTY'S MUG	42 Points
	KRUSTY HOOTER	53 Points
	KRUSTY DOLL	Free Life (Maximum of 9)
	KRUSTY BURGER	Bonus Health

MAGIC BONUS BLOCKS:

OBJECT	NAME	FUNCTION
	KRUSTY POTATO CHIPS	Bonus Health
	KRUSTY SHAKE	Bonus Health

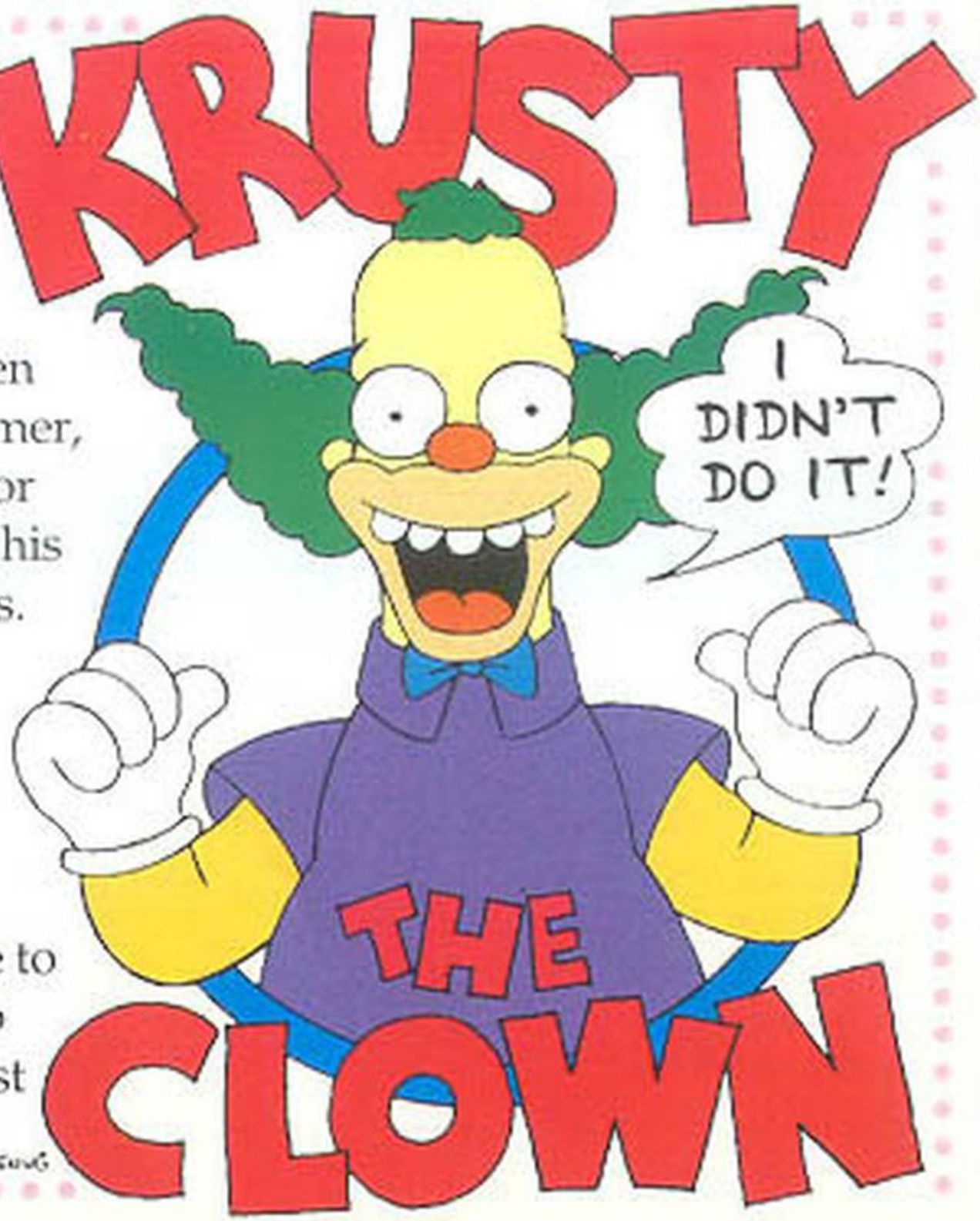
OTHER STUFF:

OBJECT	NAME	FUNCTION
	CRUMBLING BLOCK	Crumbles when stood on or hit by a SuperBall.

OBJECT	NAME	FUNCTION
	PIES	Gives you 10 pies.
	SUPERBALL	Gives you 9 SuperBalls to knock down crumbling block walls.
	RAT	The fur ball to be found, moved, and disposed of.

CHAOS IN KRUSTYLAND

Krusty the Clown is in worse trouble than ever before — except maybe when he was headed for the slammer, or that time he broke his poor father's heart — and you're his only hope. Get rid of the rats. Sling some pies. Find the secret passages. Save Springfield's premier tourist attraction. Or it's goodbye, Krusty. So long Krustyland... and no chance to see a rat turned to goop in the neatest, grossest rat traps ever.



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"NOBODY BETTER LAY A FINGER ON MY BUTTERFINGER!"

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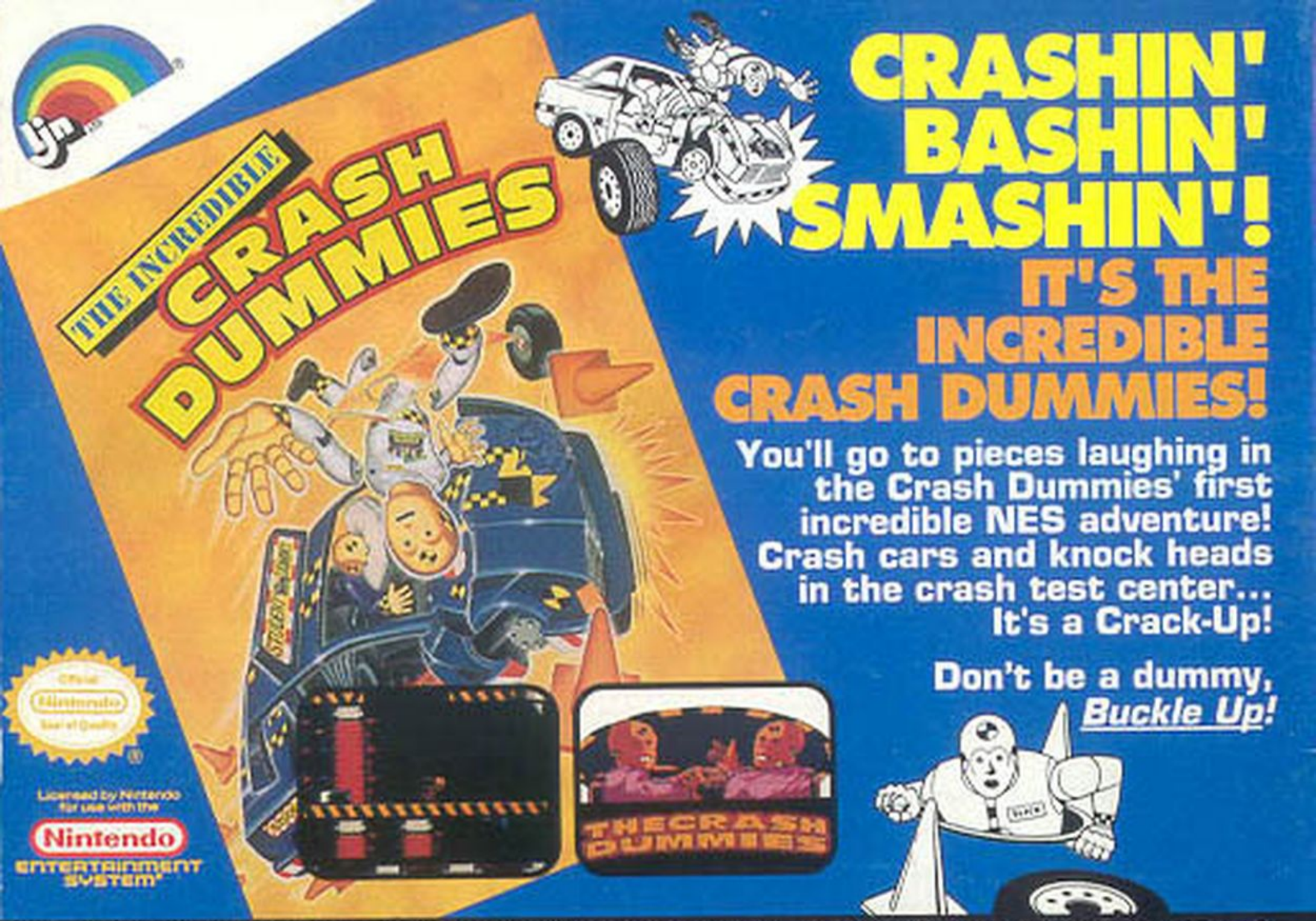
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